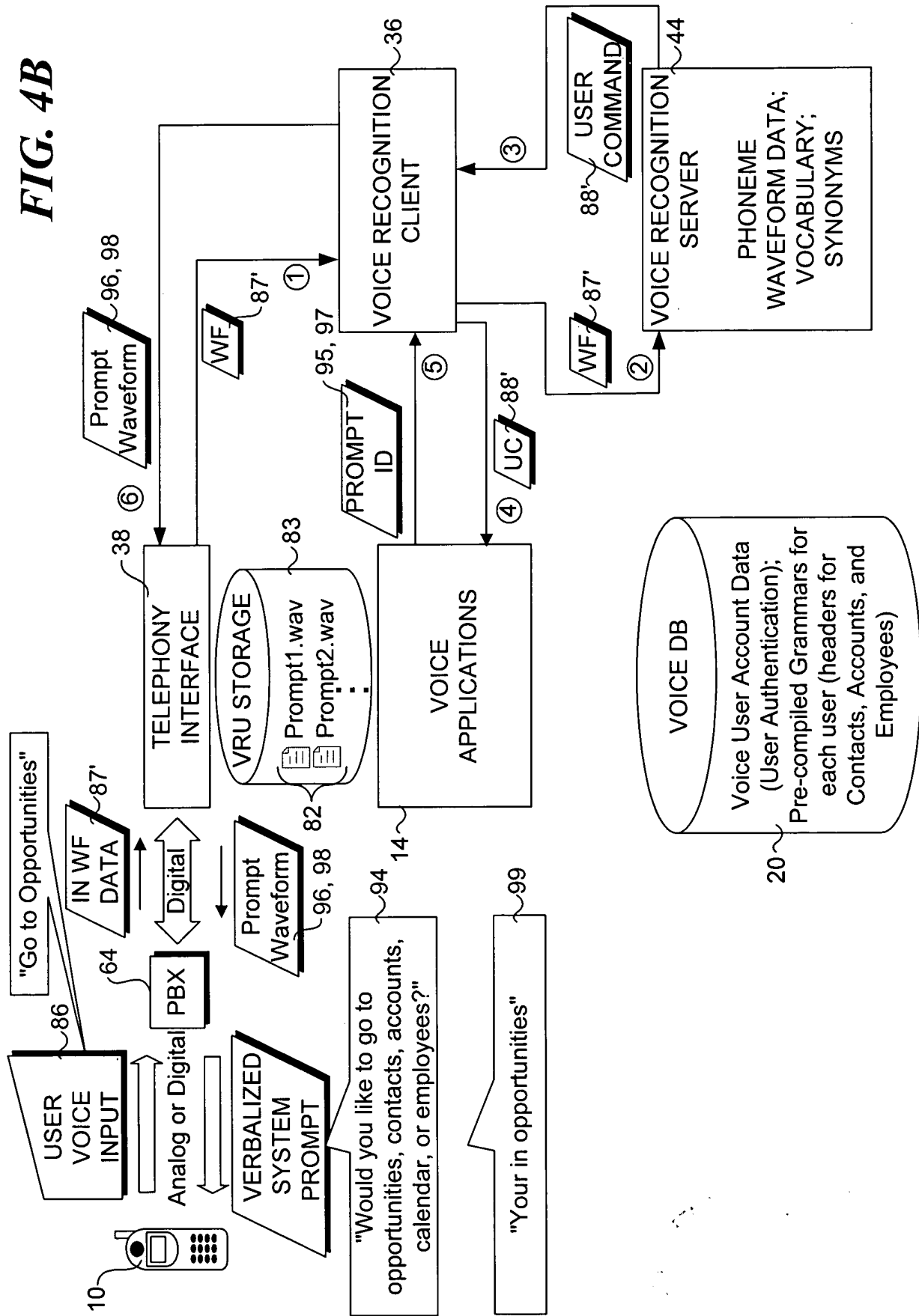


FIG. 4B



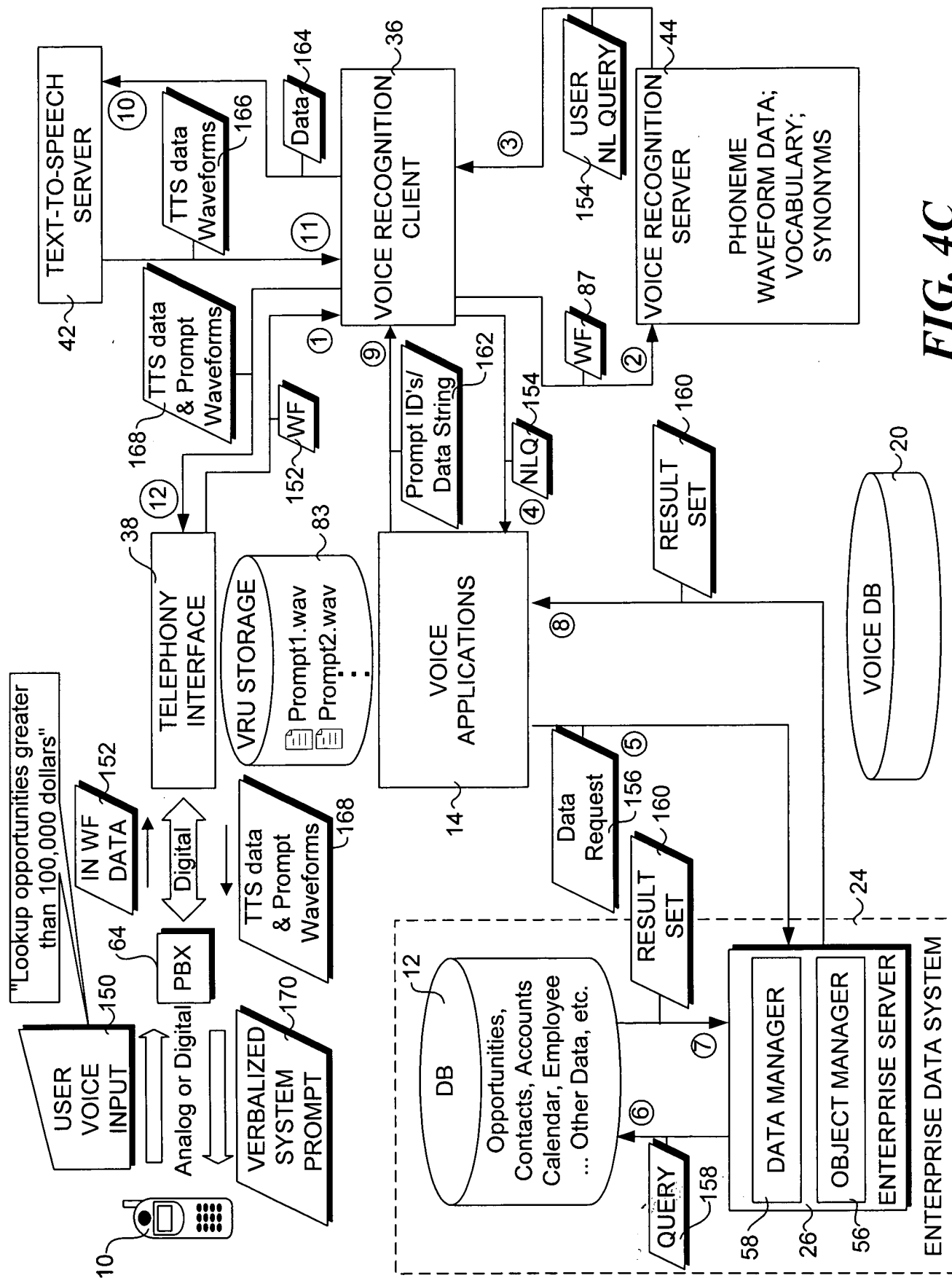


FIG. 4C

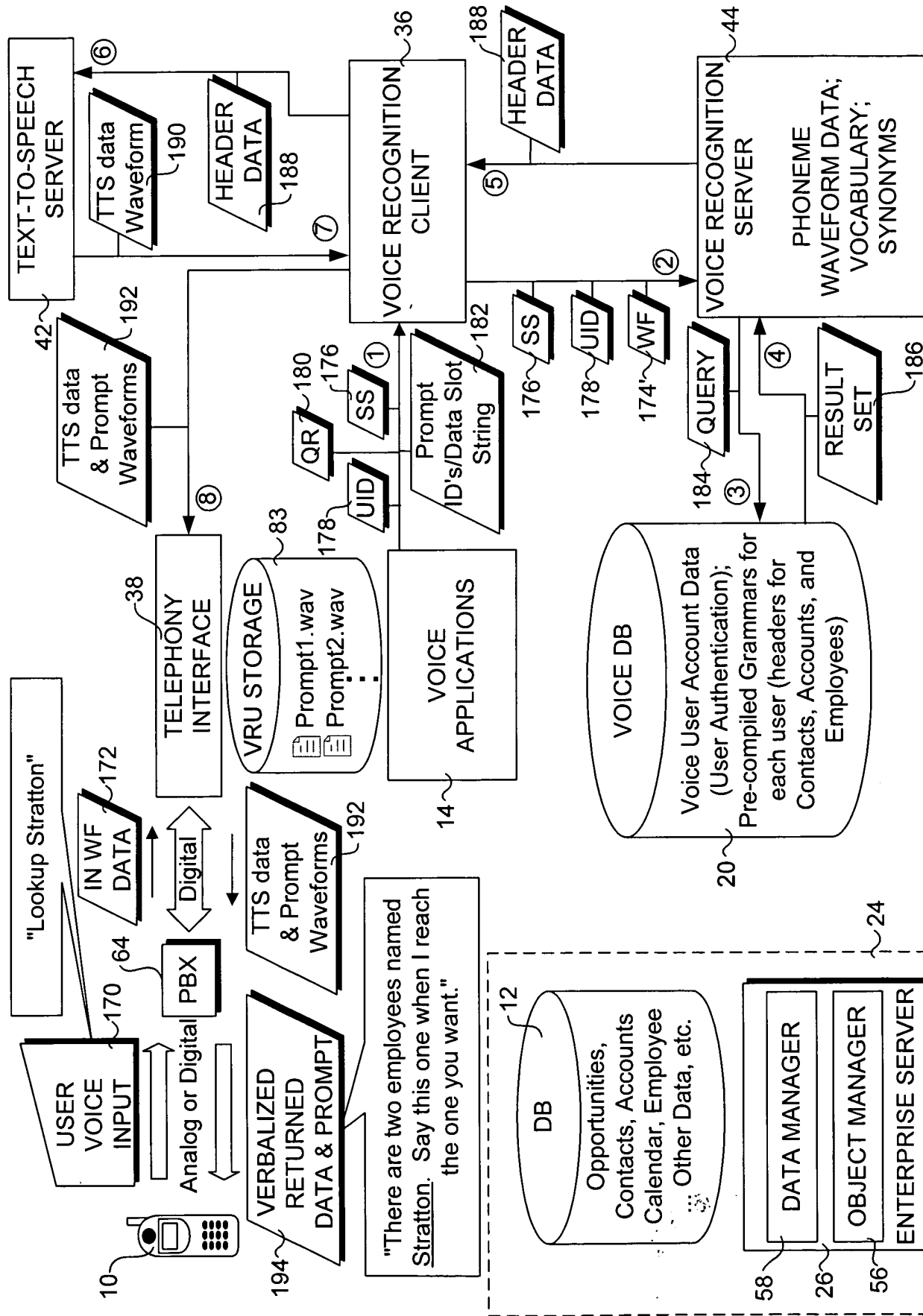


FIG. 4D

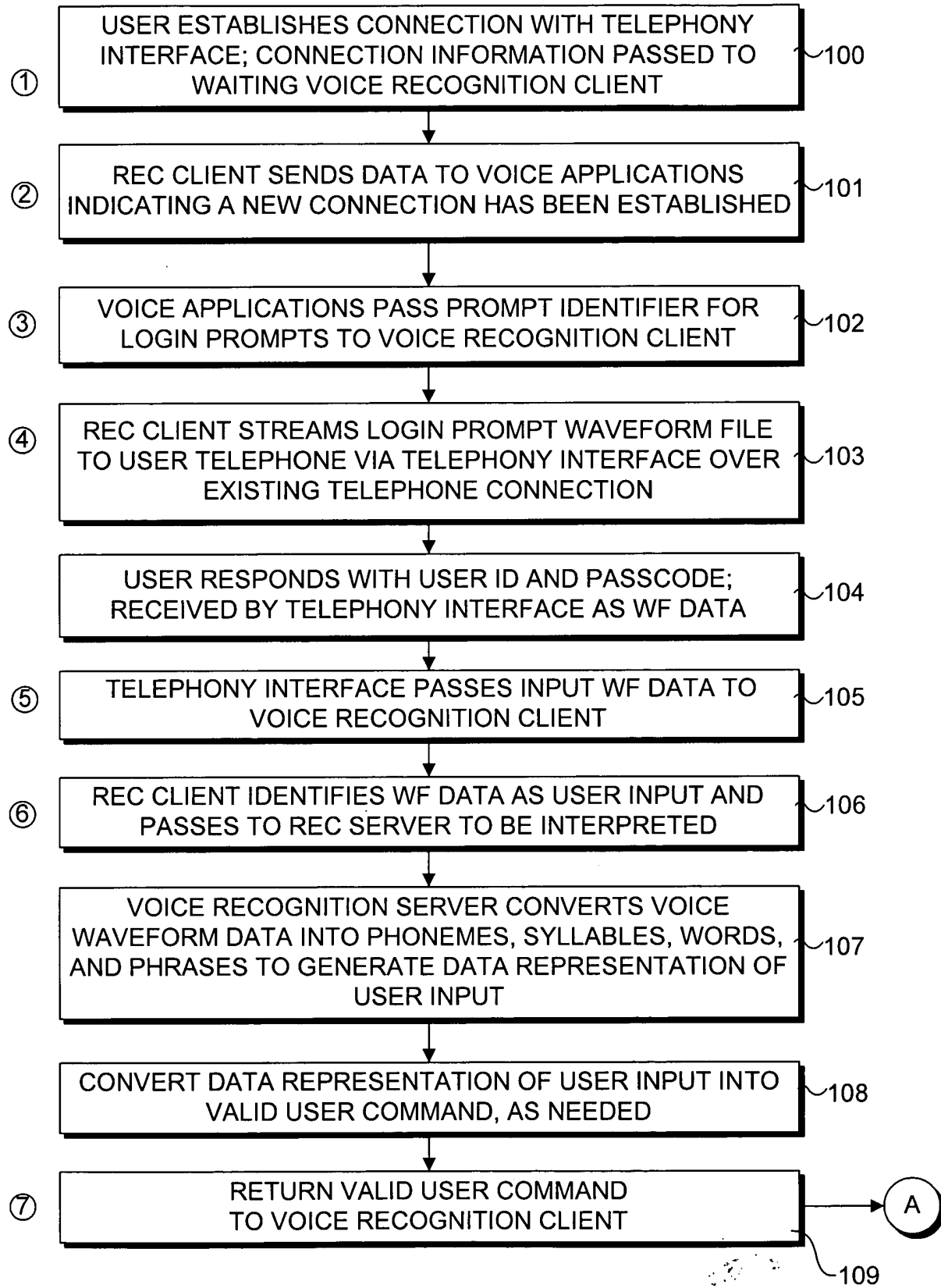


FIG. 5A

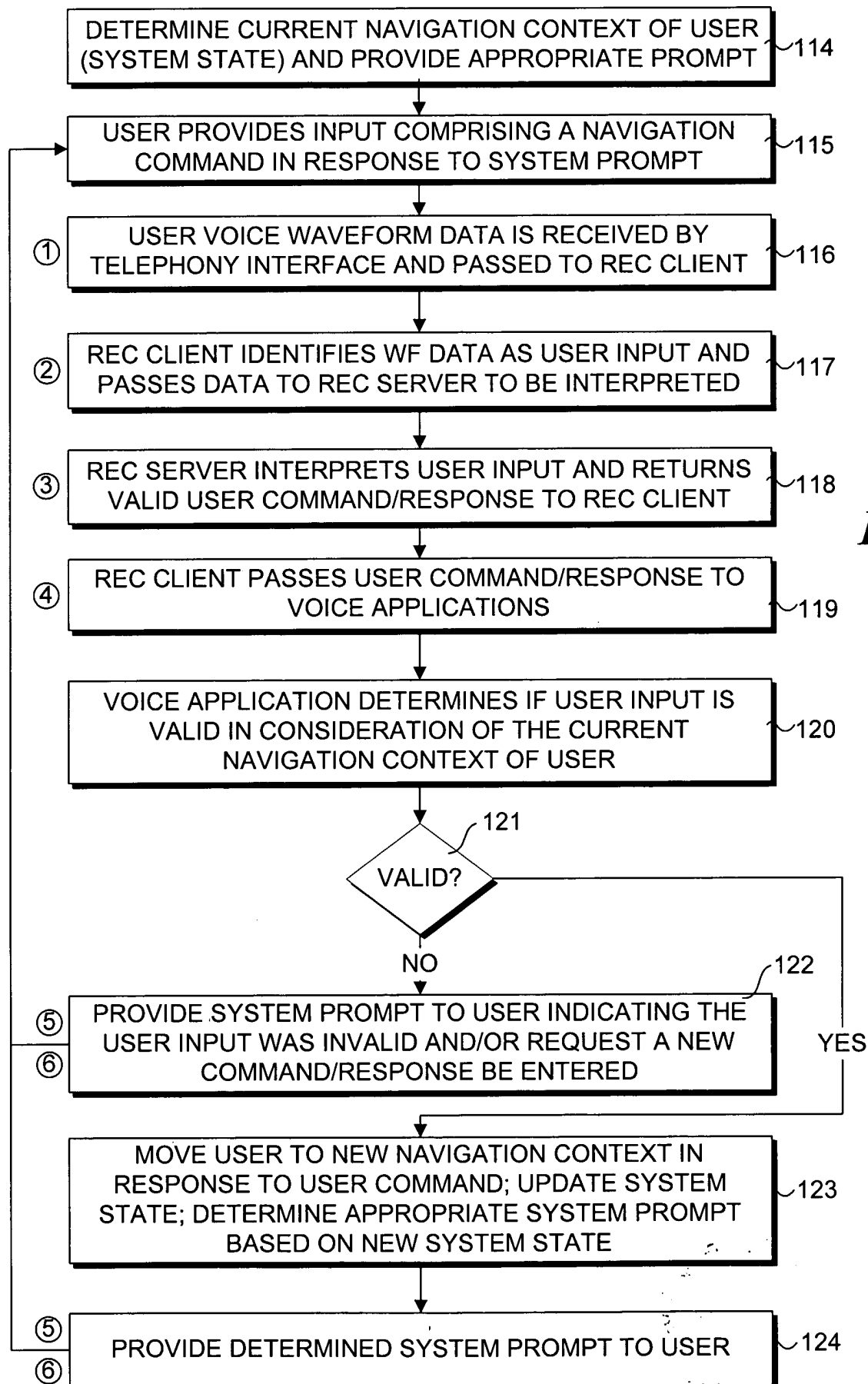


FIG. 6

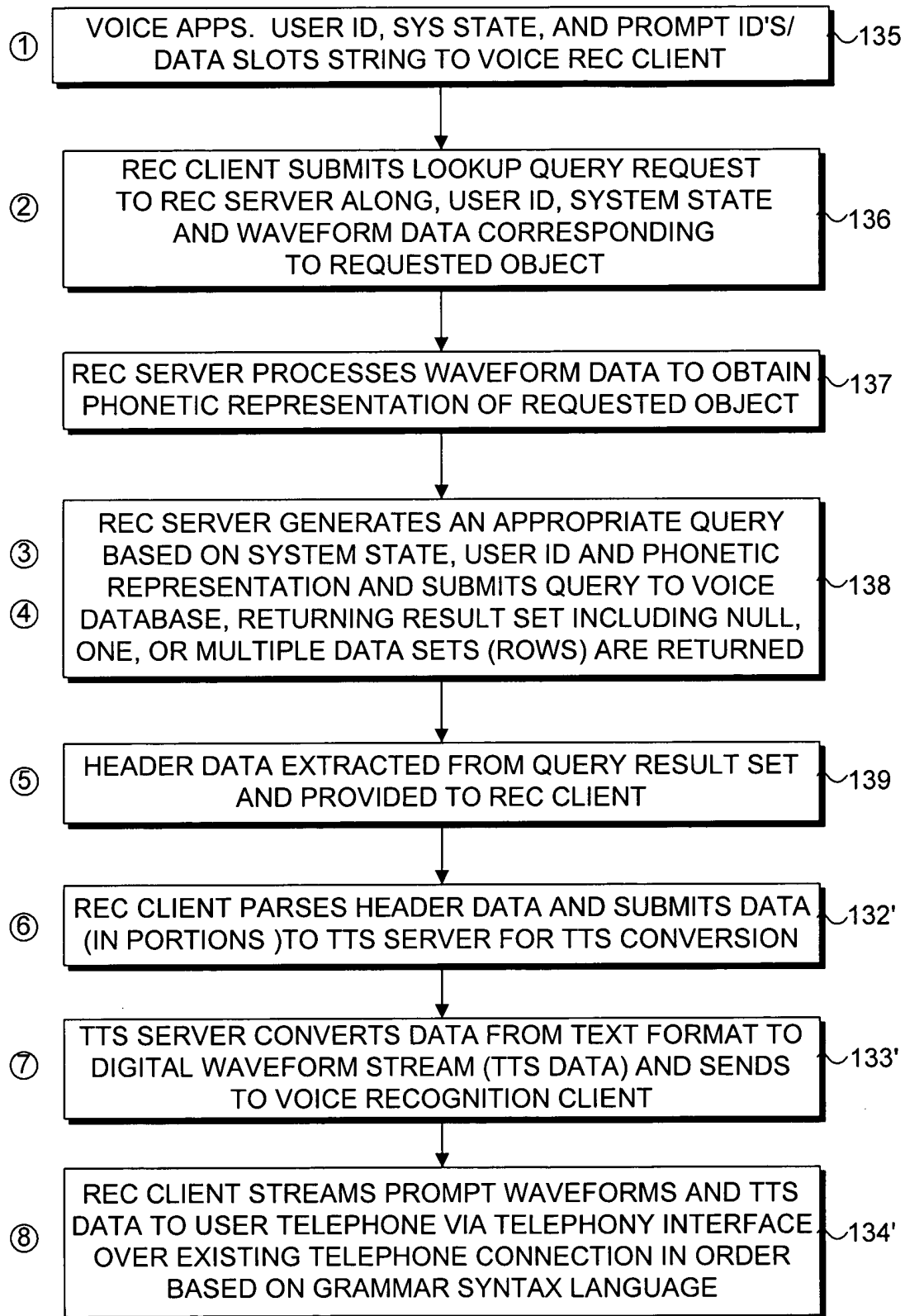


FIG. 8

FIG. 14

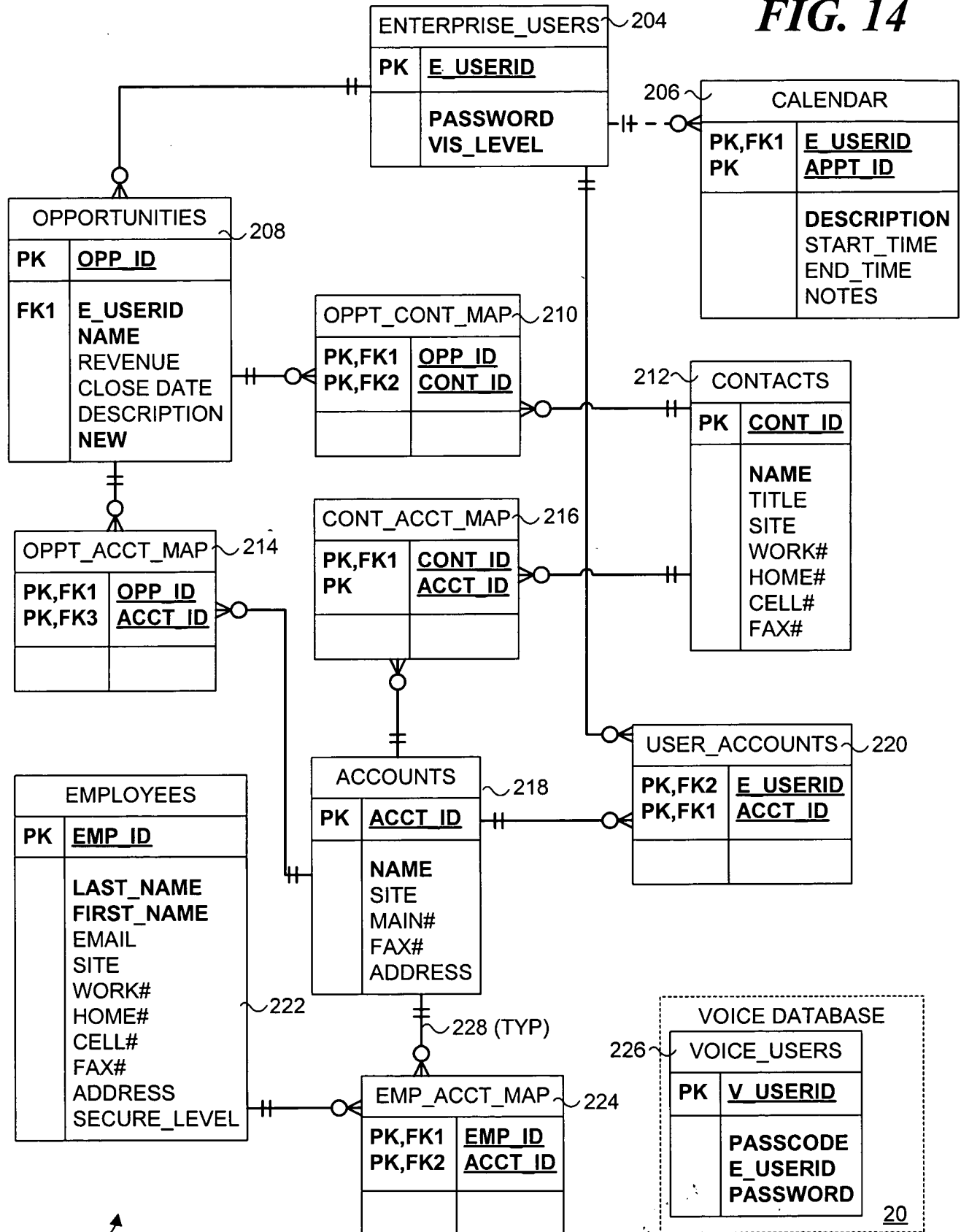


FIG. 23

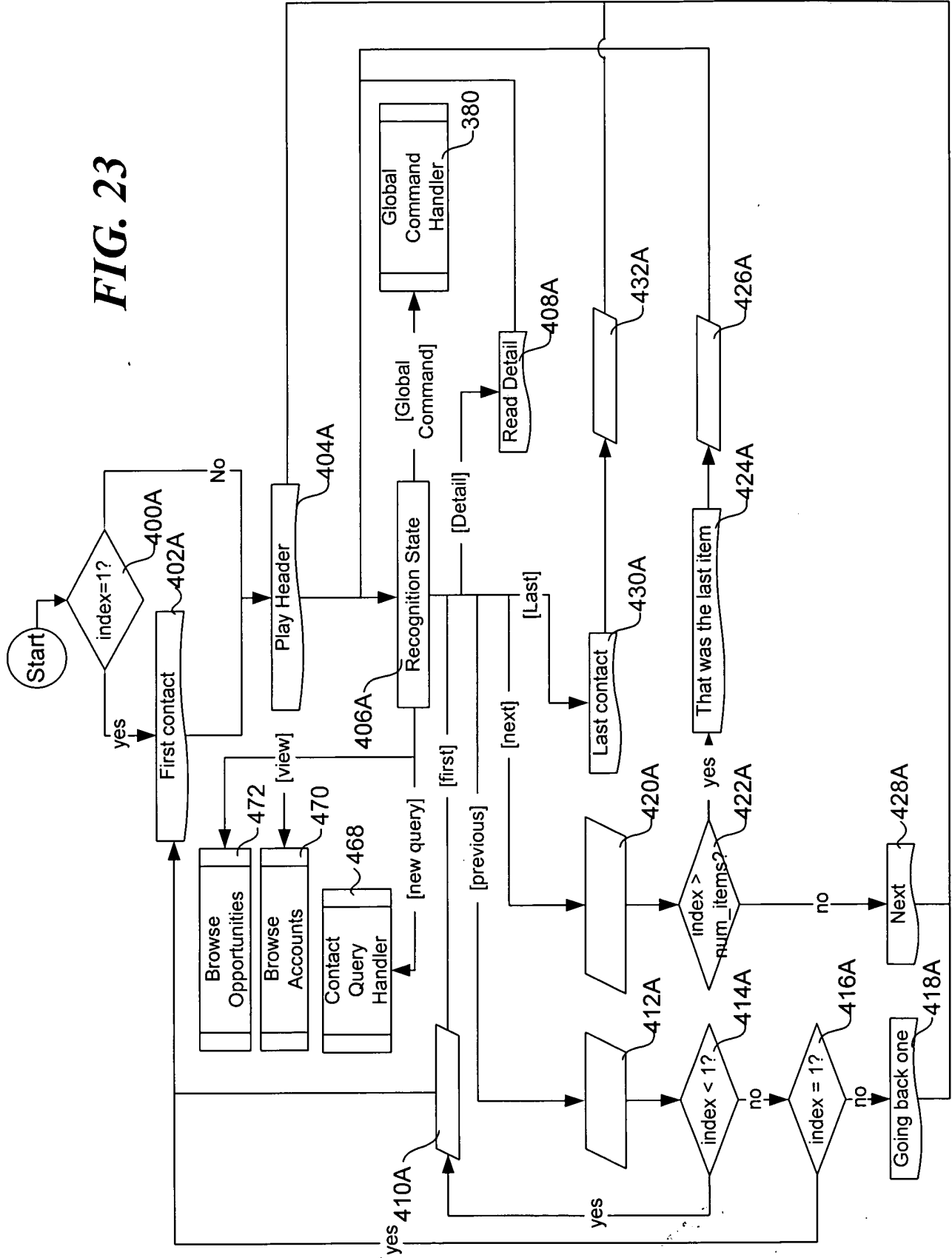


FIG. 27

The flowchart illustrates a system architecture and a control flow for navigating through contacts and accounts. The system architecture includes the following components:

- Start**: The initial point of the process.
- index=1?**: A decision diamond (400B) that checks if the index is 1.
- First contact**: A process block (402B) that handles the first contact.
- Play Header**: A process block (404B) that handles the play header.
- Recognition State**: A process block (406B) that handles the recognition state.
- Global Command Handler**: A process block (380) that handles global commands.
- Browse Contacts**: A process block (542) that handles browsing contacts.
- Browse Accounts**: A process block (470) that handles browsing accounts.
- Account Query Handler**: A process block (440) that handles account queries.
- [new query]**: A data flow from the Account Query Handler to the Browse Accounts block.
- [view]**: A data flow from the Browse Accounts block to the Play Header block.
- [first]**: A data flow from the Recognition State block to the Browse Accounts block.
- [next]**: A data flow from the Recognition State block to the Browse Accounts block.
- [previous]**: A data flow from the Recognition State block to the Browse Accounts block.
- [Last]**: A data flow from the Recognition State block to the Global Command Handler.
- Read Detail**: A process block (408B) that handles reading details.
- Last account**: A process block (430B) that handles the last account.
- index > num_items?**: A decision diamond (422B) that checks if the index is greater than the number of items.
- index < 1?**: A decision diamond (412B) that checks if the index is less than 1.
- index = 1?**: A decision diamond (416B) that checks if the index is 1.
- Going back one**: A process block (418B) that handles going back one.
- Next**: A process block (428B) that handles the next step.

The control flow is as follows:

- Start the process.
- Check if **index=1?** (400B).
 - If **yes**, proceed to **First contact** (402B).
 - If **No**, proceed to **Play Header** (404B).
- From **First contact** (402B), proceed to **Recognition State** (406B).
- From **Recognition State** (406B), proceed to **Global Command Handler** (380).
- From **Global Command Handler** (380), proceed to **Read Detail** (408B).
- From **Read Detail** (408B), proceed to **Last account** (430B).
- From **Last account** (430B), proceed to **index > num_items?** (422B).
- From **index > num_items?** (422B), if **yes**, proceed to **That was the last item** (424B).
- From **index > num_items?** (422B), if **no**, proceed to **Next** (428B).
- From **That was the last item** (424B), proceed to **index < 1?** (412B).
- From **index < 1?** (412B), if **yes**, proceed to **Going back one** (418B).
- From **index < 1?** (412B), if **no**, proceed to **index = 1?** (416B).
- From **index = 1?** (416B), if **no**, proceed to **Going back one** (418B).
- From **index = 1?** (416B), if **yes**, proceed to **First contact** (402B).
- From **Going back one** (418B), proceed to **index < 1?** (412B).

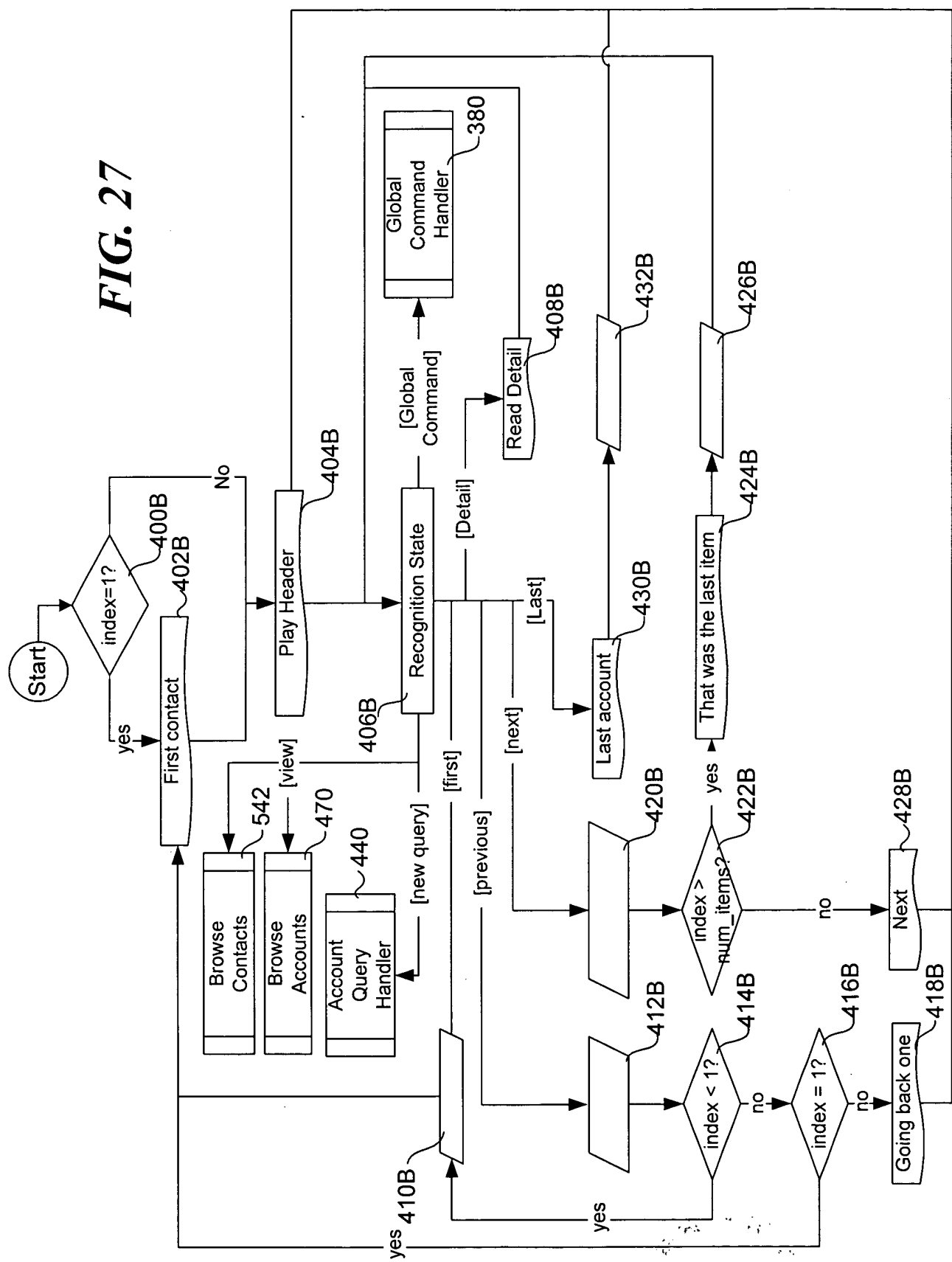
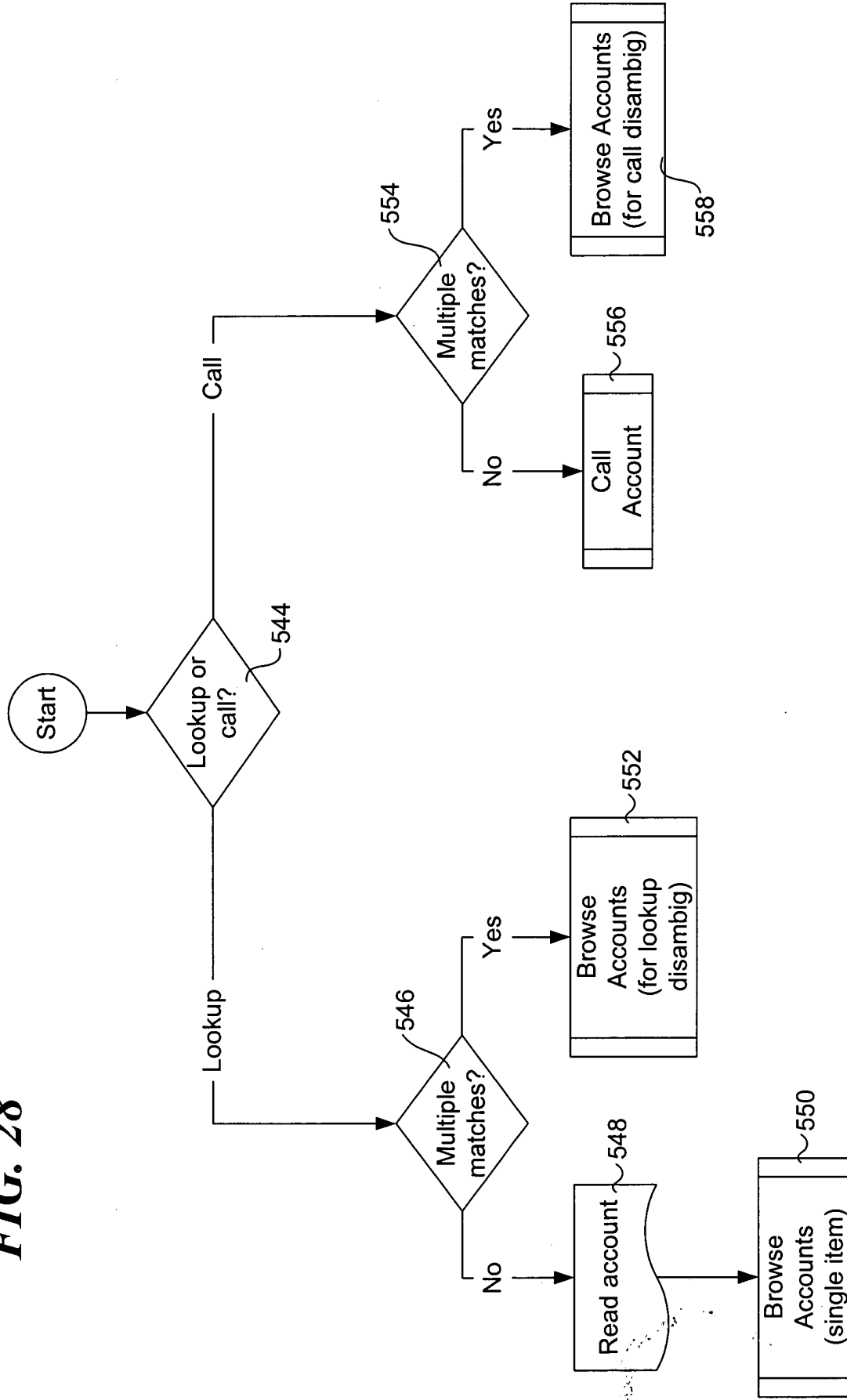


FIG. 28



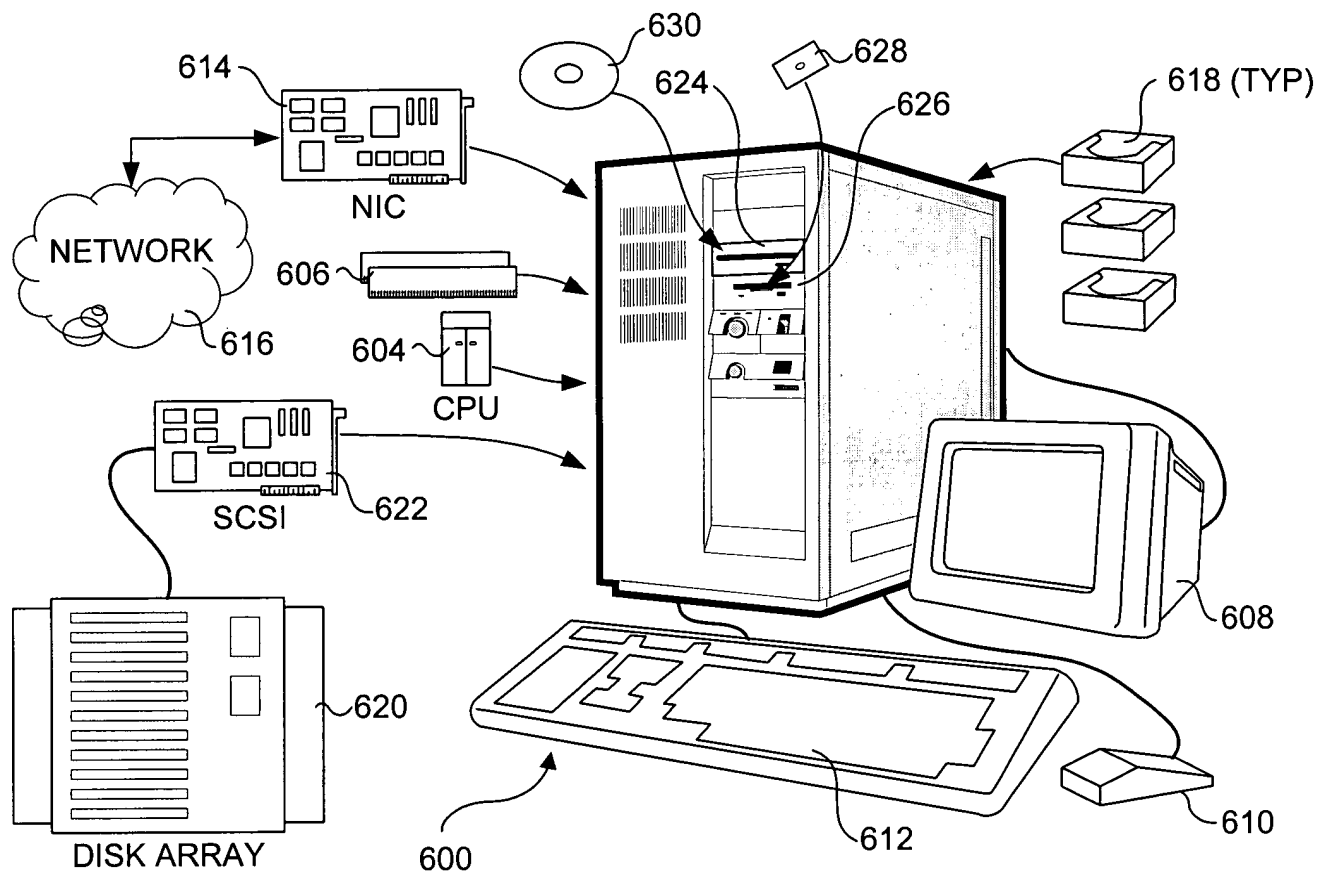


FIG. 33